

**Thread 1**  
StringBuffer::append(StringBuffer \*sb){ ...  
 int len = sb->length();//returns sb->count  
 int newcount = count + len;

Bug: Thread 2 modifying sb->count  
makes len inconsistent

Interleaves

**B** assert( len < sb->count ); //in sb->getChars() ... }

**LWS**(sb->count) = **Thread 2 @ A**

**Last Writer Slice @ B**

**Thread 2**  
StringBuffer::erase(start,end){  
 int len = end - start;  
 if (len > 0) {  
 //modify buffer  
 this->count -= len; } return; }

Thread 2 may exit  
erase() before the failure,  
masking any connection.

**Thread 1's len = 10**  
**shared sb->count = 5**

**Core Dump @ B**

Collected together in production